

Caribbean Stud Poker

GENERAL DESCRIPTION

- 1) Caribbean Stud Poker is played with a standard fifty-two (52) card deck.
- 2) The game is played on a table with up to eight seated-positions.
- 3) In front of each seated-position, there are multiple betting spots. Each betting spot has two positions (ANTE & BET).
- 4) All players are competing against the player/dealer.
- 5) The object of CARIBBEAN STUD POKER is to make the highest possible poker hand.
- 6) Hands are ranked according to a standard poker ranking chart.
- 7) A collection is taken by the house dealer from all players and the player/dealer based on the size of the ante according to a posted collection schedule. Antes are limited by the posted limits for each table.

PLAY OF THE GAME

- 1) Players must place an ante prior to receiving their cards.
- 2) Each player is dealt five cards (one of the player/dealer's five cards is immediately turned face up).
- 3) Once players have received their cards, players may fold and forfeit their antes (the player is then finished with the hand) or call - by placing a bet in the "bet circle." The bet must be equal to twice the ante. After making their decisions, all players must put their cards face down on the table.
- 4) Once all players have made their decisions to call or fold, the house dealer will expose the player/dealer's hand.
- 5) If the player/dealer does not have a qualifying hand:
 1. Players who called will be paid even money on their antes (regardless of the rank or their hands) and their bets do not receive action.
 2. Players who folded forfeit their antes.
- 6) If the player/dealer has a qualifying hand, his/her hand is compared against the players' hands:
 1. If a player has called and his/her hand is ranked lower than the player/dealer's hand, the player loses his/her ante and bet.
 2. If a player has called and his/her hand is ranked higher than the player/dealer's hand, the player wins and is paid even money on his/her ante and his/her bet is paid according to the bonus payout schedule listed below.
 3. If a player has called and his/her hand is ranked the same as the player/dealer (a tie), the hand is a push (nobody wins or loses). (The California Grand Casino reserves the right to change this rule to either: the player/dealer wins ties or the player wins ties; with notice to the Division.)
 4. Players who folded forfeit their antes.
- 7) Pay-offs begin at the action button and continue clockwise around the table until all of the player/dealer's wager(s) has(have) had action or all of the players have had action on their wagers.

General Rules for Caribbean Stud Poker

- 1) The house will specify in advance what the qualifying hand for the player/dealer is. (California Grand Casino will use *Ace King or better* as the qualifying hand but reserves the right to change the qualifier; with notice to the Division.)
- 2) The house will specify where the house dealer will begin dealing and whether or not the player/dealer will receive his/her cards in order or always last (as though the player/dealer was always in seat 8). (California Grand Casino dealers will begin dealing to the first position, with a live ante on it, clockwise from the player/dealer position. The player/dealer will always receive his/her card last on each round. The California Grand Casino reserves the right to change the method and order of the deal; with notice to the Division.)
- 3) By a random method (i.e. one of the player/dealer's cards, shaking dice, or other) the player/dealer determines which seated-position will have its bets settled against the player/dealer first. (The California Grand Casino will use the player/dealer's last card to determine where the action will start - according to Table 2 below. The California Grand Casino reserves the right to change the method of determining where the action begins; with notice to the Division.)
- 4) The house will specify a method for selecting which position will be offered the player/dealer position first. (At the beginning of a new game, the California Grand Casino's dealer will give all positions, with seated players occupying them, a card face up. The player with the highest card by rank and suit will be offered the player/dealer position first. If he/she refuses, it will pass around the table clockwise until someone accepts. The California Grand Casino reserves the right to change the method of selecting the initial player/dealer; with notice to the Division.)
- 5) All players at the table play against another player or players acting as the player/dealer. Players are never playing against the house.
- 6) Only chips placed in the demarcated areas on the table constitute a valid bet.
- 7) Each player is responsible for the chips he/she places on the table.
- 8) Betting limits are established in advance.
- 9) The player/dealer is allowed to cover all individual bets, but is not required to.
- 10) Kum-Kum bets will be paid off and/or collected as one bet.
- 11) Players who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from Kum-Kum bets.
- 12) No side bets are allowed.
- 13) For all hands: there is no draw or discard.
- 14) When the player/dealer position moves to another seated-position, any player betting on that seated-position the previous hand is eligible to be the player/dealer for the next hand. The player sitting at that seated-position has the first option as long as he/she paid a collection on his/her seated-position the previous hand. Players who also paid collections on that seated-position the previous hand are eligible to be the player/dealer, if the seated player refused, in order of the squares they bet in.
- 15) The player/dealer position rotates in a systematic and continuous way so that the deal does not remain with a single person for more than two hands in a row. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver V. County of Los Angeles

(1998) 66 Cal. App. 4th 1397, 1408-09. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The game may resume with a different player/dealer in the player/dealer seated position or after a reasonable amount of time.

- 16) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet. Bets are collected and paid only to the extent that the player/dealer's bet is in action.
- 17) If the player/dealer does not have a qualifying hand, players who called will be paid even money on their antes (regardless of the rank or their hands). Their bets do not receive action. If the player/dealer has a qualifying hand, his/her hand is compared against the players' hands:
 1. If a player has called and his/her hand is ranked lower than the player/dealer's hand, the player loses his/her ante and bet.
 2. If a player has called and his/her hand is ranked higher than the player/dealer's hand, the player wins and is paid even money on his/her ante and his/her bet is paid according to the bonus payout schedule listed below.
 3. If a player has called and his/her hand is ranked the same as the player/dealer, the hand is a push (nobody wins or loses). (The California Grand Casino reserves the right to change this rule so that the player/dealer wins ties or the player wins ties; with notice to the Division.)
 4. If a player folded, his/her ante is forfeited (they are not required or allowed to bet on the hand they fold).
- 18) Once the dealer has begun scrambling the cards together, management will not render a decision regarding the previous hand.
- 19) Players must protect their own hands.
- 20) The house does not stand good for mistakes.
- 21) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
- 22) Decisions of management are final.

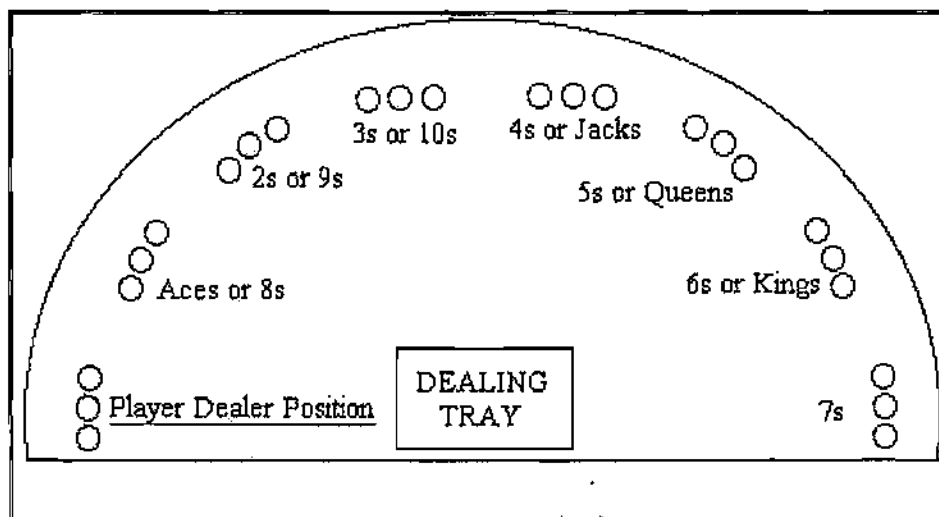
TABLE 1
Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on Bet
Pair of Aces or less	1 to 1
Any Two Pair	2 to 1
Three of a Kind	3 to 1
Straight	5 to 1
Flush	6 to 1
Full House	7 to 1
Four of a Kind	8 to 1
Straight Flush	9 to 1
Royal Flush	10 to 1

TABLE 2

POSITION NUMBER	IS REPRESENTED BY
Player/dealer's position: 1	

2	Ace or 8
3	2 or 9
4	3 or 10
5	4 or Jack
6	5 or Queen
7	6 or King
8	7



HOW TO PLAY PANGUINGUE (PAN)

PLAYERS

Two or three can play; however, four to eight players is best.

THE PAN DECK

The complete pan deck consists of 320 cards. Eight decks of regular cards make one pan deck, from which are removed all the 8s, 9s, and 10s. There are no jokers. At California Grand Casino, one complete set of spades is removed, leaving a total of 310 cards. The sequence of cards is, from low to high, A, 2, 3, 4, 5, 6, 7, J, Q, K. Thus, in a sequence, the jack follows the seven.

THE DEAL

The deal and play proceed in a counterclockwise direction.

STARTING PLAY

On the first deal of a session (only), five cards are dealt to each player, with one of those cards turned face up and the rest face down. The player receiving the lowest card first will be the first to act. Each player then receives five more cards face down.

SUBSEQUENT HANDS

For every deal after the first of a session, the winner of the last hand is dealt to first and is first to act. Each player gets ten cards face down, dealt five at a time.

TOPS

Prior to receiving cards on a deal, each player antes a chip. These chips, analogous to the antes in a poker game, are placed on top of the block. They are known as the tops and are given at the end of play to the winner of the hand (the player who pans the hand).

BEFORE THE ACTION

Players look at their hands and evaluate the potential. Starting with the winner of the previous hand, each player declares in counterclockwise order whether he or she will play the hand or discard the hand and forfeit his or her top.

ACTION BEGINS

Action begins with the first person to declare drawing a card from the top of the deck. If the first player (only) chooses not to use the card drawn, he or she is allowed to draw again. (Exception: If only two players are in a hand, both get a choice on either of the first two cards.) A player drawing a card from the deck must either use the card immediately in a meld (and never place the card in his or her hand) or, if a drawn card cannot be used, discard it. A player may draw from the top of the discard pile only if the top card of the discard pile was drawn from the deck and discarded by the preceding player and if the player immediately either uses the card. After drawing a playable card and using it in a meld, you must discard one card from your hand, always having ten cards in play. A player may meld as many spreads as he or she holds or may add to any of his or her existing melds and collect any pays due before discarding. The act of discarding ends the player's turn.

MELDS OR SPREADS

Melds or spreads consist of at least three cards or as many as eleven. There are two types of melds:

- a. Sets (groups of cards of the same rank) are usually called squares.
- b. Sequences are usually called ropes.

SQUARES

Squares are three or more cards of the same rank that fulfill one of the following conditions:

- a. All of different suits; for example, 6 of clubs, 6 of hearts, 6 of diamonds.
- b. All of the same suit; for example, three queens of diamonds.
- c. Aces and kings only: any three aces or any three kings, regardless of suit, qualify; for example, king of hearts, king of hearts, king of diamonds. Aces

and kings are called non-comoquers.

ROPES

Ropes are any three or more cards of the same suit and in sequence, for example, 6, 7, J of clubs.

CONDITIONS

Certain melds have value and are called conditions. When you meld a condition, you can immediately collect chips from each active player (each player who declared in for the hand). According to the rules of pan, you must ask for the correct amount due to receive the payment.

VALUE OF CONDITIONS

All 3s, 5s, and 7s are valle (pronounced valley) cards. All others are non-valles. These melds have value:

- a. Any set of valle cards not of the same suit: one chip. Example: 3 of diamonds, 3 of hearts, 3 of clubs.
- b. Any set of valle cards of the same suit: two chips; four chips in spades.
Example: 3 of diamonds, 3 of diamonds, 3 of diamonds is worth two chips; 5 of spades, 5 of spades, 5 of spades is worth four chips.
- c. Any set of non-valle cards of the same suit: one chip; two chips in spades.
Example: J of hearts, J of hearts, J of hearts is worth one chips; 2 of spades, 2 of spades, 2 of spades is worth two chips.
- d. Any sequence of A, 2, 3 of the same suit: one chip; two chips for spades.
- e. Any sequence of J, Q, K of the same suit: one chip; two chips for spades.

ADDING TO A MELD

You can add one or more cards to any meld on your board, provided that the character of the meld is preserved. To any valid set of three cards of the same rank, you can add any card of the same rank. For example, if you have three deuces of clubs on the board, you can increase the meld by adding any other deuce. Some of these additions increase the value of the meld, and you can ask for a collection of more chips from each active player. The following are worth further collections:

- a. When you add one card of the same suit to a set of three value cards in the same suit, you are entitled to collect one chip for any suit, two chips for spades. Example: You have 7 of hearts, 7 of hearts, 7 of hearts on the board. This is worth two chips. Each additional 7 of hearts you get is worth one chip. You have 5 of spades, 5 of spades, 5 of spades on the board. This is worth four chips. Each additional 5 of spades you get is worth two chips.
- b. When you add one card of the same suit to a set of three non-value cards in the same suit, you are entitled to collect one chip for any suit, two chips for spades. Example: You have K of clubs, K of clubs, K of clubs on the board. This is worth one chip. Each additional K of clubs you get is worth one chip. You have 4 of spades, 4 of spades, 4 of spades on the board. This is worth two chips. Each additional 4 of spades you get is worth two chips.
- c. When you create a new condition worth more than the original condition by adding cards to it, you are entitled to collect as many chips as the new condition is worth, minus the chips you have already collected. An example clarifies this:

You have 3 of diamonds, 3 of hearts, 3 of hearts, 3 of clubs on the board. This is worth one chip as it stands. You get hit with another 3 of hearts. The three treys of hearts are worth two chips; you collected one chip early for the meld, so you are entitled to collect one more chip from each active player. This is calculated by the two chips the condition is now worth minus the one chip you already collected. If you now get hit with a 3 of spades, you are entitled to collect a further chip from each active player. This is because you have formed two valid melds: three treys of hearts, worth two chips, and 3 of diamonds, 3 of clubs, 3 of spades, worth one chip.

BORROWING

You can take a card from an increased meld (one of four or more cards) to make a new spread, provided you leave a valid meld. Example: From 5, 6, 7, J of diamonds, you can borrow either the jack or the 5, but not the 6 or 7. You could start with 6 and 7 of diamonds in your hand, draw a jack of diamonds, and put 6, 7, J on the board. You have a 5 of clubs in your hand. You get hit with a 5 of diamonds, making a four-card rope, 5, 6, 7, J of diamonds. The 5 of hearts comes along. You can take the 5 of diamonds off your meld, put down the 5 of clubs from your hand, take that 5 of hearts, and put down a new meld of three 5s. Now, before discarding, you ask for the one chip that which you are entitled to collect from every active player.

When you borrow from a square, the three or more remaining cards must continue to form a valid meld.

Example: From 6 of hearts, 6 of clubs, 6 of spades, 6 of spades, only one 6 of spades can be removed without affecting the meld. If you had the 7 of spades in your hand, and the jack of spades came along (that is, either you plucked it on your draw or the player to your left plucked and discarded), you could place that jack of spades on your board, pull the 7 of spades out of your hand, and slide a 6 of spades from the 6 meld over to this new rope.

Example: From four deuces of clubs, you could remove any one deuce to form a new meld. If you had a 3 of clubs in your hand and an ace of clubs came along, you could place that ace of clubs on your board, pull the 3 of clubs out of your hand, and slide a 2 of clubs from the deuces over to make a new rope. This forms a new condition, worth one chip, but you cannot collect for it, because you have reduced the value of the original collection. That is, you originally had four deuces of clubs worth two; you now have three deuces of clubs worth one and A, 2, 3 of clubs worth one.

GOING OUT

To go out, or pan the hand, you must have eleven cards forming valid melds. When one player goes out, each active player with chips pays the player all over again the total value of his or her pays as they lay, plus two chips for going out. The winner also receives the tops.

When a player goes out, no other player can make any further collections.

If the winning player puts down one or more pays at the same time as going out (also known as busting out, going out on a good one, or going out on a pay), the player gets paid twice for each such pay, once for when it hits and once as part of getting paid again for everything so far collected. Example: you have three kings of spades and four 4s of different suits on the board and two 7s of spades and a 7 of diamonds in your hand. The player to your left draws and discards a 7 of spades. You use that card from the discards, announce “Out on a good one!” (or “Back up the wagon!”) and ask for 12 chips. You get four plus four for the three 7s of spades you just made, two for the three kings of spades on the board, and two for the outs.

Rules for Pan

- 1) California Grand Casino management reserves the right to make decisions in the best interests of the game and in the spirit of fairness to all players, even if a technical interpretation of the rules may dictate a contrary decision.
- 2) By taking a seat in a pan game at the California Grand Casino, you agree that management has the final word on who may play and the manner in which play is conducted. Discourteous behavior or abusive language will not be tolerated.
- 3) Management is not responsible for the conduct of any player, but retains the right to refuse use of facilities to any player.
- 4) California Grand Casino is not responsible for chips or cash left on the table.
- 5) The decisions of management are final.
- 6) Playing behind is only allowed in a cash exchange for chips.
- 7) All players are seated by a floorperson, in turn, from the list.
- 8) No telephone reservations are accepted.
- 9) No one is allowed to play anyone else's chips or allowed to play over anyone's chips.
- 10) After the tops have been awarded to the winning hand by the dealer, no decision can be rendered on that hand.
- 11) You must make a full buy-in upon being seated in a game.
- 12) A player is allowed to make one short buy-in after a full buy-in. Anything less than a full buy-in is a short buy-in, even when adding to your stack.
- 13) You must keep your cards above the table at all times. If you remove any card from the plane of the table, your hand may be declared dead. If you deliberately throw cards off the table, you are subject to being denied use of the facilities or otherwise penalized.

- 14) Players are not allowed to cut the cards.
- 15) The dealer deals ten cards to each player, in two rounds of five cards each. In the event that five cards are turned face up, that player cannot keep those cards. The dealer continues and, after the deal has been completed, gives the player five cards from the center of the deck. If four cards or less are exposed during the deal, they remain in play.
- 16) Count your cards before you declare yourself as a player. Declaring to play implies that you have counted your cards and are ready for action. It is your responsibility, not the dealer's, to see that you have the correct number of cards.
- 17) Boxed cards do not play.
- 18) No stuffing of cards is permitted, except by the dealer.
- 19) If you have been dealt eight or twelve cards, you have a dead hand and your top is returned.
- 20) If you are dealt nine cards, you get another card from the front of the deck, provided no cards have yet been drawn. If cards have been drawn and you have not yet touched the deck, you receive a card from the middle of the deck. (If you touch the deck before becoming aware of the nine cards, you have a fouled hand.)
- 21) If you are dealt eleven cards and declare in, and before touching the deck realize you have the wrong number of cards, you must lay all of your cards face down. The dealer, after verifying the count, mixes these cards and draws the extra card from the hand. You now have an option to play this hand or not play, provided no one has acted behind you. If a player has acted behind you, you must play your hand.
- 22) If you announce "Time" or "Hold to me," you have protected your right to act while considering your options. It is your responsibility to protect your hand at all times.
- 23) If only two players have declared in, the second player has the option on the first card drawn off the deck to start play.
- 24) If you draw a card off the deck and place it in your hand, you have a fouled hand.

Exception: If you are going out.

- 25) If you draw a card from the deck and discard that card toward the muck, you lose all action on that particular card.
- 26) If any player's hand is flat on the table and that player has either discarded a card the player needs, or neglected to take a card that would put the player out, you may not force the card back on that player.
- 27) If all hands are fouled except one, the player who is left places his or her remaining cards face up on the table. That player then continues to draw and must use any card that fits in the hand in any way. The player draws until the hand is panned.
- 28) You must play your hand by yourself. No help or discussion from others is permitted. If you ask for a smaller amount due and discard, you receive the amount for which you asked. If you are hit again, you are then entitled to correct the amount due. (You must ask for it, of course, and, as usual, before discarding.)
- 29) Three valid cards placed on the board constitute a meld. Two cards placed on the board constitute a valid meld if the meld can be completed. When you place a drawn card with another card, it constitutes a meld that you are forced to complete if possible.
- 30) If you use a discard from another player's hand and then discard, and a player in the hand detects it, you have a fouled hand. If you have not discarded, the play can be backed up with no penalty.
- 31) No potting (for drinks or the like), no playing flats (agreeing not to pay off another player if both of you are flat), no topping (putting up another player's tops when you win) and no partners (paying off other players) are allowed.
- 32) If you miss a turn and three players have acted behind you, or players have acted to the point that it is your turn again, there is no penalty. You just miss a turn.
- 33) All cards lying on the table in valid melds must remain there. At no time may they be discarded or returned to your hand. These infractions foul your hand.
- 34) Bring the card to you, then discard. Discarding a card before you bring the valid

card to your melds means that your hand is fouled, because technically you have only nine cards. Exception: In a dealer game, you can request a discarded card from the dealer prior to discarding. Making such a request is equivalent to actually playing the card.

- 35) When playing heads up, a player drawing a card does not have to expose that card until the other player discards.
- 36) If a player draws two cards at one time in error (cards stuck together), that player returns the second card and continues playing. If a player draws a card and accidentally turns the next card over, that card goes back on the deck and plays in order.
- 37) When a player draws a card off the deck and offers it to the next player and then reconsiders, it is still his or her privilege to use the card, provided he or she have not released it.
- 38) Player "A" has a flat hand on the table. Player "B" also has a flat hand on the table. There are other players in the hand. Player "A" draws his or her out card, but inadvertently discards it. The card drawn is a dead card. When there are only two players, the card is not dead, except in tournament play.
- 39) If a player draws a card and throws it into the muck, and the next player brings the card toward his or her meld, then decides not to use the card and throws it back into the muck, the player cannot then change his or her mind again and use the card, because the player has already acted on that card. The player must draw in this situation.
- 40) Forcing has precedence over any other action.
- 41) Notwithstanding rule 39, after three players act, including the first pluck, all action on a card is dead. Example: Player A draws a card and discards it, even though that player could have used it. Player B draws a card and discards. Player C draws a card and discards. All action on the first card is dead; that is, it is too late for anyone to try to force the card back on player A.
- 42) If you think you are out but are not, and all of your melds are good except the last one, you may put back into your hand the cards that belong there, discard the card

that does not belong, and continue playing. However, if you say you are out and this causes another player to foul his or her hand, and then discover you are not out, you also have a fouled hand.

- 43) If you draw a card that you cannot use and put out the next player, who is flat on the table, you must show your entire hand face up on the table if requested to do so.
- 44) When going out, you may collect chips due you from a previous meld, providing you have enough chips in front of you and as long as the condition is intact.
- 45) You are not allowed to build up and go out. When going out, you can collect only the amount of chips you have in front of you.
- 46) If a player asks the value of a hand, any seated player is obligated to correct any errors.
- 47) A dealer may never foul a hand. However, when going out, if the winner of the hand asks the dealer, "How much is the hand worth?", or "Is that correct?", the dealer is obligated to give the correct answer, even if that answer fouls the hand.
- 48) If the winner of the hand wants to change seats, that player gives up his or her first. The next player in rotation dealt in the previous hand then becomes first to be dealt in and first to declare.
- 49) There will be no change in the seating after a new player has been seated or has placed the buy-in on the table, except when a change has been previously requested of the dealer or floorperson. The players on the list have priority on all new games.
- 50) You may be granted a table change from one game to another of the same limit, providing you first ask a floorperson. You must begin with a full buy-in when you change tables, except when coming from a broken game of the same limit.
- 51) If your game breaks, you will be allowed to cut cards with the remaining players for any available seats in another game of the same limit.
- 52) You may not take chips or cash off the table unless you are quitting the game. If you leave the table with chips (or money), they must be replaced before you

resume play.

- 53) There will be no playing for tops. If you run out of chips during the play of a hand, you must throw your hand away.
- 54) Playing behind is not supported by California Grand Casino, and a player who declares playing behind may do so only if the table accepts the action. Even if the table does so, management will take no responsibility for any player playing behind, nor will any decision be rendered in regard to such play.

Pineapple
(High, Low, and High-Low Split)

- 1) Pineapple is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.)
- 3) Each player is dealt one card individually, in turn, face down, until each player has three cards. A round of betting follows.
- 4) House rules may allow players to discard one of their three cards at this time or at a later time.
- 5) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 6) A fourth community card is dealt face up on the table. A round of betting follows.
- 7) A fifth community card is dealt face up on the table. A round of betting follows.
- 8) The remaining players expose their hands to determine the winner or winners.
- 9) Players make the best five-card poker hand (s) possible to determine the winner or winners.
If a player has retained all three of his cards, house rules may allow the player to use any one, two, or three of the cards in his hand plus any of the needed community cards to make up a five-card poker hand (s).
If a player has discarded one of his three cards, then he may use any five of the seven cards (player's two plus the five community cards) to make a five-card poker hand (s).
- 10) Winning hands may be the highest ranking five-card poker hand, the lowest ranking five-card poker hand possible, or the highest and the lowest (qualifying) ranking hand (s) may split the pot.
- 11) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Pineapple (High, Low, and High-Low Split)

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule.
- 5) Check Raise may or may not be allowed.
- 6) There may or may not be a limit on the number of raises.
- 7) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 8) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 9) The house may allow players to kill-it in certain designated games.
- 10) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 11) Any player may object to a player killing it unless it's a forced kill.
- 12) In a game where players are required to discard one of their cards before the flop, any player who still has three cards on the flop has a dead hand. In Crazy Pineapple, players must discard one card before the turn card is put up (any player who has three cards on the turn card has a dead hand).
- 13) In Tahoe Pineapple, players may keep all three cards to the end of the hand.

- 14) When there is a qualifier for low, in high-low split, and no hand qualifies for low the highest hand wins the whole pot.
- 15) The house may allow the use of Jokers or Wild Cards.

Betting Structures for Pineapple (High, Low, and High-Low Split)

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Pineapple game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

No Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

Lowball

Ace to Five Lowball and Deuce to Seven or "Kansas City" Lowball

- 1) Lowball is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.)
- 3) Each player is dealt one card, face down, in turn, until each has five cards.
- 4) A round of betting follows.
- 5) Remaining players are allowed to draw cards (exchanging cards in their hands for different cards from the dealer).
- 6) Another round of betting follows.
- 7) The remaining players turn their hands face up to determine the winner.
- 8) The winning hand is the lowest ranking five-card poker hand, or the highest and the lowest ranking hand (s) may split the pot. At any given point during the hand, after the initial deal, if only one active player remains, the remaining player wins the pot and the hand is over.
- 9) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 10) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Ace to Five Lowball

- 1) After the draw, the first person, in order of action, with a seven or better must bet or they lose all rights to action after the draw.
- 2) The best hand is A-2-3-4-5. The worst hand is K-K-K-K-Q. A pair, three of a kind, and a full house count against players in lowball. However, flushes and straights do not.
- 3) Aces are always low.
- 4) A joker, if used, is considered the lowest card not already in a player's hand.
- 5) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 6) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 7) The house may allow players to kill-it in certain designated games.
- 8) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 9) The house may allow a player to kill-it before the third card is dealt. However, in order to do this the player wishing to kill-it must have, in front of him, four times the amount necessary to kill-it.
- 10) Any player may object to a player killing it unless it's a forced kill.
- 11) There may or may not be a limit to the number of raises.
- 12) If a card is exposed on the deal; players must keep a five or lower, a six or higher will be replaced with the first card after the deal is complete and the exposed card will be used as the burn. On the draw, if cards are exposed, the dealer will continue giving all the players their cards until everyone has had a chance to draw. Then the dealer will replace the exposed cards with the next cards off the deck.
- 13) All cards dealt off the table are treated like an exposed card.
- 14) Once action has started after the draw the dealer may not tell any player how many cards another player drew.

- 15) Check Raise may or may not be permitted.
- 16) If two or more players are dealt 6 cards it's a misdeal. If the first player to receive cards receives a sixth card and the dealer knows which card is the sixth card, the card will be taken back and used as the burn card (as long as the player has not looked at the card).
- 17) The last card of the deck is never given out. However, if the dealer should run out of cards on the draw. The last card and all the discards (not including the burn card) would be shuffled up, the dealer would again burn, and then complete the draw.
- 18) Any player may request to see any hand which is still live after all the action is complete. However, if the player with the winning hand requests to see another player's hand, the hand remains live even if previously killed.

Rules for Deuce to Seven "Kansas City" Lowball

- 1) Standard ranking of hands is used except the lowest hand possible is the best and the highest hand possible is the worst. The best hand is 2-3-4-5-7 and the worst is a royal flush. Straights and flushes do count against players' hands.
- 2) Aces are always high. An ace cannot be used to complete a five high straight.
- 3) A joker, if used, is considered the card that makes a player the lowest possible hand.
- 4) In a game where a forced kill is used, when a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 5) The house may allow players to kill-it in certain designated games.
- 6) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 7) The house may allow a player to kill-it before the third card is dealt. However, in order to do this the player wishing to kill-it must have, in front of him, four times the amount necessary to kill-it.
- 8) Any player may object to a player killing it unless it's a forced kill.
- 9) There may or may not be a limit to the number of raises.
- 10) If a card is exposed on the deal; players must keep a seven or lower, an eight or higher will be replaced with the first card after the deal is complete and the exposed card will be used as the burn. On the draw, if cards are exposed, the dealer will continue giving all the players their cards until everyone has had a chance to draw. Then the dealer will replace the exposed cards with the next cards off the deck.
- 11) All cards dealt off the table are treated like an exposed card.
- 12) Once action has started after the draw the dealer may not tell any player how many cards another player drew.
- 13) Check Raise may or may not be permitted.
- 14) If two or more players are dealt 6 cards it's a misdeal. If the first player to receive cards

receives a sixth card and the dealer knows which card is the sixth card, the card will be taken back and used as the burn card (as long as the player has not looked at the card).

- 15) The last card of the deck is never given out. However, if the dealer should run out of cards on the draw. The last card and all the discards (not including the burn card) would be shuffled up, the dealer would again burn, and then complete the draw.
- 16) Any player may request to see any hand which is still live after all the action is complete. However, if the player with the winning hand requests to see another player's hand, the hand remains live even if previously killed.

Betting Structures

All games are table stakes. Therefore, players can not bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Lowball game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

No Limit

Before the Draw:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

After the Draw:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

Before the Draw:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

After the Draw:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

Before the Draw:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

After the Draw:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

Before the Draw:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the Draw:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

Before the Draw:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or

fold.

- 3) All raises must be in increments of the stipulated limit (unless going all-in).

After the Draw:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

Draw Poker

- 1) Draw Poker is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.)
- 3) Each player is dealt one card, face down, in turn, until each has five cards.
- 4) A round of betting follows.
- 5) Remaining players are allowed to draw cards (exchanging cards in their hands' for different cards from the dealer).
- 6) Another round of betting follows.
- 7) The remaining players turn their hands face up to determine the winner.
- 8) The winning hand is the highest ranking five-card poker hand, the lowest ranking five card poker hand, or the highest and the lowest ranking hand (s) may split the pot. At any given point during the hand, after the initial deal, if only one active player remains, the remaining player wins the pot and the hand is over.
- 9) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 10) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Draw Poker with a Qualifier

The game may or may not be played with a qualifier to open. e.g. Jacks or better to open. In this case a player would have to have at least a pair of jacks to open the pot.

Special rules for draw with a qualifier to open.

- A) Once someone opens the pot, other players may play with any hand.
- B) Players must have a qualifying hand to open.
- C) The opener must prove he had a qualifying hand in order to win the pot.
- D) Any player may request to see the openers after the hand.
- E) Players may split openers to draw to another hand. However, the opener must declare this and show his discard.
- F) If no player can open, players discard their hands and a new hand is dealt. Players ante again. The betting limit may or may not change.
- G) The qualifier may or may not be progressive. If no player can open the pot, all the players discard their hands, ante again, and the qualifier the next hand goes up. e.g. Queens or better if the qualifier was originally Jacks or better. If no player can open the pot the next hand, all the players discard their hands, ante again, and the qualifier the next hand goes up again. e.g. Kings or better. At some predetermined point, if no player can open, players may stop putting in an ante and the qualifier will go back to the original qualifier.
- H) Another rule may be that if no player can open the pot, the hand is then played as lowball (with all the rules of lowball applying). The first player to act would be required to put up a forced bet.
- I) The opener bets first after the draw. Unless, it goes back to lowball, then lowball rules apply.
- J) If a player opens the pot, and it is discovered, before the draw, that the player did not have an opening hand, all bets are returned except for the opener's and the opener has a dead hand.
- K) After the draw, if the opener cannot prove he had an opening hand, his bets are forfeited, his hand is dead, and the best hand wins. If no other player calls the openers bet after the draw, and he can't prove he had an opening hand, all bets are returned except for the opener's and the hand is dealt again.

General rules for Draw Poker

- 1) One or more jokers may or may not be used. Jokers count as aces or may be used to complete a straight or flush. When used as a straight or flush card, it will be the best possible card for that hand (it may not be the same card, suit and value, as another card in the same hand unless being used to make five aces).
- 2) Before the draw, a player must keep any exposed cards.
- 3) After the draw, a player cannot keep any exposed cards. The dealer will finish the draw and give the player the next card off the deck.
- 4) All cards dealt off the table are considered exposed cards.
- 5) Any player may request to see any hand which is still live after all the action is complete.
- 6) Check and Raise may or may not be permitted.
- 7) There may or may not be a limit on the number of raises.
- 8) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 9) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 10) The house may allow players to kill-it in certain designated games.
- 11) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 12) Any player may object to a player killing it unless it's a forced kill.
- 13) Once action has started after the draw the dealer may not tell any player how many cards another player drew.
- 14) If two or more players are dealt 6 cards it's a misdeal. If the first player to receive cards receives a sixth card and the dealer knows which card is the sixth card, the card will be taken back and used as the burn card (as long as the player has not looked at the card).
- 15) The last card of the deck is never given out. However, if the dealer should run out of cards on the draw. The last card and all the discards (not including the burn card) would

be shuffled up, the dealer would again burn, and then complete the draw.

- 16) The house may or may not allow the use of wild cards.
- 17) Any player may request to see any hand which is still live after all the action is complete. However, if the player with the winning hand requests to see another player's hand, the hand remains live even if previously killed.

Betting Structures for Draw Poker

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Draw Poker game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

In any Draw Poker game played with a qualifier to open, regardless of the betting structure or limit, if no player can open the pot, the hand is over and no player will be allowed to draw cards.

No Limit

Before the Draw:

- 1) Players may either check or bet at least the minimum bring-in (unless going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

After the Draw:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) Players must call any bets or raises made in order to continue in a hand or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

Before the Draw:

- 1) Players may either check or bet at least the minimum bring-in (unless going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

After the Draw:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) Players must call any bets or raises made in order to continue in a hand or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

Before the Draw:

- 1) Players may either check or bet at least an amount equal to the lower limit, and no larger than the upper limit (unless all-in).

- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

After the Draw:

- 1) Players may check as long, as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

Before the Draw:

- 1) Players may either check or bet an amount equal to the lower limit (unless all-in) in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the Draw:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

Before the Draw:

- 1) Players may either check or bet an amount equal to the betting limit (unless all-in) in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the stipulated limit (unless going all-in).

After the Draw:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

Hot Action BlackjackTM

PLAYER/DEALER SELECTION

Before any cards are dealt, one position is selected as the player/dealer position. A representative of the house (house dealer) actually deals at all times on behalf of the player/dealer. The house dealer does not receive any cards and does not participate as a player or as the player/dealer. If a player does not wish to be player/dealer the option passes in turn to the next player. The player/dealer position rotates in a systematic and continuous way so the deal does not remain with a single person for more than two hands in a row. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver V. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The game may resume with a different player/dealer in the player/dealer seated position or after a reasonable amount of time.

CARDS

Played with a standard deck of 52 cards with four jokers added to each deck. (California Grand Casino currently deals from an eight deck shoe). Jokers count two or twelve. Aces count one or eleven. Face cards count ten. All other cards count their face value. Suits are ignored.

BETTING

Players and the player/dealer make wagers prior to receiving any cards. Players bet against the player/dealer and not against the house. Only chips placed in the demarcated area on the table constitute a valid bet. Player/dealers are never required to cover all the opposing players' wagers. Back line wagering may or may not be allowed.

THE ACTION

By a random method {e.g. shaking dice, using the value of the player/dealer's up card, or other (California Grand Casino currently uses a cup with an eight sided die to determine action)} the player/dealer determines which player position has its bet or bets settled first. This position receives the action button. The action rotates clockwise around the table starting with the action button first.

The game may be played without an action button. If the first player/dealer covers all action on the table, the house dealer may choose not to use the action button.

THE DEAL

The house dealer shuffles the decks on the table. The player/dealer cuts. After the players have placed their wagers for the next hand, cards are dealt one at a time, in turn to each player, beginning with the player to the immediate left of the house dealer. Each player receives two cards (the California Grand currently deals all players' cards face up). The player/dealer receives one card face up and one card face down. The house dealer does not receive any cards.

THE PLAY

The object of the game is to get the highest ranking hand. All players are playing against the player/dealer and the player/dealer is playing against each individual player.

After the first two cards are dealt, if the player/dealer has both of his cards and the face up card is a joker, an ace, a face card, or a ten, the house dealer or the player/dealer checks the face down card. If the sum of the player/dealer's two cards gives him a total of 22 then he has a two card 22. The house dealer immediately turns the hand over and any players which do not also have a two card 22 lose. The highest ranking two card 22 is two aces. If both a player's first two cards are both aces, and the player/dealer's first two cards are both aces, then each of them has the highest ranking hand possible and it's a push. The second highest two card 22 is a joker and a face card or a joker and a ten. If a player's first two cards are a joker and a ten or a face card, and the player/dealer's first two cards are a joker and a ten or a face card, then each of them has the second highest ranking hand possible and it's a push.

If either the player or the player/dealer has two aces and the other has a joker and a face card or a ten, the one with two aces wins and the one with a joker and a face card or ten loses.

If the player/dealer does not have a two-card 22, the house dealer will ask the first player position if he wants any additional cards. The player may continue to ask for cards as long as the total value of all the player's cards does not equal or exceed 18. If the player's hand equals or exceeds 18, the player must stop drawing cards; except that the player must draw at least one card if his hand totals 18 using an ace as 11 or a joker as 12. A player may elect to stop drawing cards once his/her hand totals soft 13 or more. Once the first player's hand has either equaled or exceeded hard 18, or the player has told the house dealer he does not want anymore cards, the next player, in turn, has the right to draw cards. This continues until all players have had one opportunity to draw cards and their hands have either equaled or exceeded 18 or they have refused additional cards. At which time, the player/dealer is eligible to draw cards. The player/dealer must continue to draw cards as long as the total of all the player/dealer's cards does not equal or exceed 18. The player/dealer must stand (not draw more cards) on any hand that equals or exceeds 18; except that the player/dealer must draw cards to any hand that totals 18 counting a joker as 12 or an ace as 11.

HAND RANKINGS

First	AA	Highest
	Joker 10 or Joker Face Card	
	22	
	21	
	20	
	19	
	18	
	17	
	16	
	15	
	14	
	13	
	23	
	24	
	25	
	26	
	27	Lowest

PAY-OFFS

Once the player/dealer has stopped drawing cards, the house dealer (using the player/dealer's wager) will then settle players' bets against the player/dealer, paying off players whose hands rank higher (per the hand ranking chart) than the player/dealer's and collecting from players' whose hands rank lower (per the hand ranking chart) than the player/dealer's.

In a game where an action button is used, bets will be settled starting with the player with the action button and continuing, in turn, until all of the player/dealer's wager has had action or all players' bets have had action. Money wagered by the player/dealer may only be used once to settle bets, win or lose. If the player/dealer's wager runs out before all bets are settled, the remaining bets receive no action.

TIES

1. The player/dealer wins ties on any hand or hands of a predetermined value or values (Currently, the player/dealer wins ties on 18).

GENERAL RULES

1. Hand values are determined according to the Hand Ranking chart.

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2. The house may change the rule that sets the value of player or player/dealer's hands at which they must hit or stand.
3. If, after all the players have played their hands, it is discovered that the player/dealer has a two card 22, the hand still plays as a two card 22 without penalty.
4. No soft hands over 18.

HOT ACTION BLACKJACK GAME OPTIONS

The California Grand Casino reserves the right to make the following changes to Hot Action Blackjack with notice to the division.

1. The deck may be played with one to eight decks. The cards may be dealt by hand or from a shoe.
2. Any number of jokers may be added to each deck.
3. Back line wagerings may or may not be allowed.
4. A new method of determining the action may be used or action may always start at seat one.
5. Player's cards may be dealt face up or down.
6. The player/dealer's cards may be dealt one down and one up or both cards face down.
7. The player/dealer may receive his/her hole card after all players have had a chance to hit their hands.
8. Players may win ties on any hand(s) of a predetermined value.
9. Player/dealers may win ties on any hand(s) of a predetermined value.
10. All ties may be a push.

No changes to the Player/dealer rotation rules will be made without prior approval from the division.

Pai-Gow Poker (Double Hand Poker)

GENERAL DESCRIPTION

- 1) Pai Gow Poker is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) The game is played on a table with seven seated-positions.
- 3) All players are competing against the player/dealer. The object of the game, as a player, is to make two hands which are both superior to the player/dealer's. The object of the game, as the player/dealer, is to make two hands which are the same or superior to each player's two hands.
- 4) Player/dealers win all hands that copy (are ties).

PLAY OF THE GAME

- 1) Players and the player/dealer put up any bets they wish to place for the next hand.
- 2) The player/dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- 3) The player/dealer shakes the dice cup to determine which player will receive the action pile (chosen by the player/dealer in the previous step) and which player will have his/her bet settled first.
- 4) Each seated-position (with at least one bet on it) receives a pile of seven cards.
- 5) Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- 6) Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. A player/dealer's five card hand must rank higher than his/her two card hand.
- 7) Once the player/dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- 8) The winner is determined by comparing a player's two card hand against the player/dealer's two card hand and a player's five card hand against the player/dealer's five card hand. A player wins if his/her two card hand is superior to the player/dealer's two card hand and his/her five card hand is superior to the player/dealer's five card hand. The player/dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.
- 9) If a player has one hand that ranks higher than the player/dealer and one hand that ranks lower or "copies", it is a push and no one wins.

General Rules for Double Hand Poker

- 1) The hands are ranked in sequence according to the Poker Ranking Chart shown in the accompanying ranking charts.
- 2) Players and the player/dealer must arrange their seven cards into a two card hand and a five card hand. The five card hand must rank higher than the two card hand. Example: If a player's cards are A A K K 2 3 4, the player may arrange the hand with the pair of Kings in the low hand and the pair of Aces 2 3 4 in the high hand. The player could also put 3 4 in the low hand and two pair, Aces and Kings with a 2 kicker in the high hand. The pair of Aces could not be in the two card hand.
- 3) If a player's two card hand and the player/dealer's two card hand are equally ranked (copy), the player/dealer wins the two card hand. If a player's five card hand and the player/dealer's five card hand are equally ranked (copy), the player/dealer wins the five card hand.
- 4) All players at the table play against another player or players acting as the player/dealer. Players are never playing against the house.
- 5) Players place their bets before the dice cup is opened. No change in bets can occur after that point. Only chips placed in the demarcated area on the table constitute a valid bet.
- 6) Each player is responsible for the chips he places on the table.
- 7) Betting limits are established in advance.
- 8) The player/dealer is allowed to cover all individual bets, but is not required to.
- 9) Kum-Kum bets will be paid off and/or collected as one bet.
- 10) Players who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from Kum-Kum bets.
- 11) No side bets are allowed.
- 12) A joker, if used, counts as an ace or may be used to complete a straight, a flush, or a straight flush.
- 13) When the player/dealer position moves to another seated-position, any player betting on that seated-position the previous hand is eligible to be the player/dealer for the next hand. The player sitting at that seated-position has the first option as long as he paid a collection on his seated-position the previous hand. Players who also paid collection on that seated-position the previous hand are eligible to be the player/dealer (if the seated player refused), in order of the square they bet in.
- 14) The player/dealer position rotates in a systematic and continuous way so that the deal does not remain with a single person for more than two hands in a row. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver V. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The game may resume with a different player/dealer in the player/dealer seated position or after a reasonable amount of time.
- 15) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet when the dice cup was opened. Bets are collected and paid only to the extent that the player/dealer's bet is in action.

- 16) By a random method (e.g. shaking dice or other) the player/dealer determines which seated-position receives the action pile and is the first to have its bets settled against the player/dealer.
- 17) Piles are dealt starting with the action pile and continuing with the next pile to the dealers right. Piles are given out in order (clockwise) to each seated-position.
- 18) Any piles dealt to a seated-position without a bet are subsequently retrieved by the dealer.
- 19) When the dealer is arranging the cards into piles of seven cards, if one card is exposed, and it is not an ace or a joker, the card is set aside, the remaining cards are dealt out as normal and the exposed card is replaced with top card left over after making seven piles of seven cards. If the exposed card is an ace or a joker, the entire deck is scrambled together, shuffled, and redealt.
- 20) When the dealer is distributing piles to the players, if a card is exposed, that player's hand is dead and all bets on that seated-position are returned.
- 21) The controlling player is the one with the largest bet on that position. That player controls the setting of the hands.
- 22) It is each player's responsibility to arrange his hands correctly. Hands play as set.
- 23) Once the hand is set, players must place it in front of their bets. The cards must be arranged into a two card hand and a five card hand. If the hand is not set at all, it will be played House Way.
- 24) Players are forbidden to show or discuss their hand with any player involved in another active hand.
- 25) Should a player want the dealer to set the hand House Way, the player should hand the cards to the dealer who will set the hands and leave them in front of the player's bet.
- 26) Upon opening the player/dealer's hand, the dealer may show reasonable options in setting of the hands, but the final setting is the player/dealer's decision.
- 27) Any attempts to switch, pass, hold out cards, or any other illegal actions may result in a fouled hand and forfeiture of that wager to the extent that money covers.
- 28) The player/dealer must signal in an acceptable manner (e.g. turn over the "GO" button) before the dealer will expose any players' hands
- 29) Once the dealer has begun scrambling the cards together, management cannot render a decision regarding the previous hand.
- 30) Player's must protect their hands.
- 31) The house does not stand good for mistakes.
- 32) Players may be away from the table for a maximum of 30 minutes. After that period, players may forfeit their seats. The house may change the length of the time period.
- 33) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
- 34) Decisions of management are final.

Pai Gow Tiles

- 1) Pai Gow Tiles is played with a set of 32 dominoes (tiles), each having two to twelve red or white dots.
- 2) The game is played on a table with eight seated-positions.
- 3) All players are competing against the player/dealer. The object of the game, as a player, is to make two pairs of tiles which are both superior to the player/dealer's. The object of the game, as the player/dealer, is to make two pairs of tiles which are the same or superior to each player's two pairs of tiles.
- 4) Players and the player/dealer put up any bets they wish to place for the next hand.
- 5) The player/dealer selects a specific stack (action stack) of tiles to be given out first on the deal.
- 6) The player/dealer shakes the dice cup to determine who will receive the first stack of tiles and first action against the player/dealer.
- 7) Each seated-position with at least one bet on it receives a set of four tiles.
- 8) Players arrange their tiles into a low pair and a high pair.
- 9) Once all players have set their tiles, the player/dealer's tiles are exposed and set into a low and a high pair.
- 10) Once the player/dealer's tiles are set, each player's tiles are exposed, in turn, to decide the winners and the losers.
- 11) The winner is determined by comparing a player's low pair against the player/dealer's low pair and a player's high pair against the player/dealer's high pair. A player wins if his low pair is superior to the player/dealer's low pair and his high pair is superior to the player/dealer's high pair. The player/dealer wins if his low pair is superior to or "copies" a player's low pair and the player/dealer's high pair is superior to or "copies" the player's high pair. If one of a player's pairs is superior and one is not, then it is a push.

General Rules for Pai Gow Tiles

- 1) All players at the table play against another player or players acting as the player/dealer. Players are never playing against the house.
- 2) Players place their bets before the dice cup is opened. No change in bets can occur after that point. Only chips placed in the demarcated area on the table constitute a valid bet.
- 3) Each player is responsible for the chips he/she places on the table.
- 4) Betting limits are established in advance.
- 5) The player/dealer is allowed to cover all individual bets, but is not required to.
- 6) Kum-Kum bets will be paid off and/or collected as one bet.
- 7) Player/dealers who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from Kum-Kum bets.
- 8) No side bets are allowed.
- 9) When the player/dealer passes to a seated-position, any player who bet on that seated-position the previous hand is eligible to be the player/dealer the next hand. The player sitting at that position has the first option as long as he paid a collection on his seated-position the previous hand. Players who also paid collection on that seated-position the previous hand are eligible to be the player/dealer, if the seated player refused, in order of the square they bet in.
- 10) The player/dealer position rotates in a systematic and continuous way so the deal does not remain with a single person for more than two hands in a row. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver V. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The game may resume with a different player/dealer in the player/dealer seated position or after a reasonable amount of time.
- 11) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet when the dice cup was opened. Bets are collected and paid only to the extent that the player/dealer's bet is in action.
- 12) The player/dealer shakes the dice cup and the house dealer opens the cup. Beginning with the player/dealer as number 1, and continuing counter clockwise around the table the dealer counts each seated-position up to the total of the dice. The position corresponding to the total on the dice receives the action stack and is the first to have its bets settled against the player/dealer.
- 13) Tiles are dealt starting with the action stack, which is given to the seated-position selected by the shake of the dice cup. Continuing with the next stack to the dealers left, tiles are given out in order, counter clockwise, to each seated-position.
- 14) Any tiles dealt to a seated-position without a bet are subsequently retrieved by the dealer.

While tiles are being stacked:

- 15) If the dealer exposes a "2", a "12" a "low 3" or a "low 6" he must reshuffle.
- 16) If the dealer exposes two or more tiles, all tiles must be reshuffled.

When the dealer is distributing tiles to a player:

- 17) If one tile is exposed, the player must accept the tiles as playable.
- 18) If two tiles are exposed, that player's hand is dead and the hand continues as normal.

When the dealer is distributing tiles to the player/dealer:

- 19) If one tile is exposed, the player/dealer must accept it. Except, if the tile is a 2 or a 12, then all the tiles must be reshuffled.
- 20) If two or more tiles are exposed, play is dead, all tiles are reshuffled and restacked.

Setting the tiles for play:

- 21) After the deal all tiles must remain plainly visible on or above the table.
- 22) The controlling player is the one with the most chips bet on that position. That player controls the setting of the tiles.
- 23) It is each player's responsibility to arrange his tiles correctly. Hands play as set.
- 24) Once the hand is set, players must place it in front of their bets. The tiles must be arranged in two sets of two, or in a stack of four if the player wants the dealer to ultimately set the tiles "House Way."
- 25) Players are forbidden to show or discuss their hand with any player involved in another active hand.
- 26) Should a player want the dealer to set the tiles House Way, the player should stack his tiles in a stack of four. The dealer will set them House Way after the player/dealer's hand has been set, and in order of action.
- 27) The dealer may not influence the player/dealer as to selection of the action stack, shaking of the dice, and setting of tiles. However, the dealer or the floor person may set the tiles House Way if requested. At the request of the player/dealer, the dealer may show reasonable options in setting the tiles, but the final setting is the player/dealer's decision.
- 28) Any attempts to switch, pass, hold out tiles, or any other illegal actions may result in a fouled hand and forfeiture of that wager to the extent that money covers.
- 29) The player/dealer may allow one other player at the table to handle one or more of the tiles and assist in setting the hand.
- 30) The player/dealer must signal in an acceptable manner (e.g. turn over the "GO" button) before the dealer will expose any players' hands.
- 31) The highest hands are ranked in sequence according to the Pai Gow Combination Rankings shown in the accompanying ranking charts.

If neither the player nor the player/dealer has a pair, Wong, or Gong:

- 32) The hands are compared according to their numerical values, which equal the right-hand digit only of the total number of dots on the two tiles in the hand. The best hand has a numerical value of nine; the next best, eight; and so on down to zero.
- 33) If both a player's hand and the player/dealer's hands have the same numerical value (except 0), the hand with the highest-ranking tile wins. See the ranked singles chart. Only the highest tile in a hand is relevant; the other tile does not count in breaking ties.
- 34) If both the player/dealer and a player have numerical values of zero, the player/dealer wins that

hand regardless of which hand has the highest tile.

- 35) Once a hand is out of play, management cannot render a decision regarding the hand.
- 36) Player's must protect their own hands.
- 37) The house does not stand good for mistakes.
- 38) Players may be away from the table for a maximum of 30 minutes. After that period, he is subject to have his seat forfeited. The house may change the length of the time limit.
- 39) If both the player and the player/dealer have hands of exactly the same rank and value and equivalent high tiles (copy), the player/dealer wins.
- 40) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
- 41) Decisions of management are final.

December 28, 2004

Texas Hold'em

(High, Low, and High-Low Split)

- 1) Texas Hold'em is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.) (We are currently using blinds in all poker games.)
- 3) Each player is dealt one card, face down, in turn, until each player has two cards, and a round of betting follows.
- 4) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 5) A fourth community card is dealt face up on the table. A round of betting follows.
- 6) A fifth community card is dealt face up on the table. A round of betting follows.
- 7) The remaining players expose their hands to determine the winner or winners.
- 8) Using any combination of the two cards in a player's hand and the five community cards on the table each player's best five-card poker hand is established to determine the winner or winners.
- 9) Winning hands may be the highest ranking five-card poker hand, the lowest ranking five-card poker hand possible (Lowest low hand is A 2 3 4 5 ; California Grand Casino reserves the right to change the lowest hand with notice to the division), or the highest and the lowest (qualifying) ranking hand (s) may split the pot. If two or more players have the same high hands, they will split the high portion of the pot equally. If two or more players have the same low hands, they will split the low portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Hold'em (High, Low, and High-Low Split)

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning. If the wager that was not called by all active players was less than half the amount to bet on that round (\$2 was bet on the turn card in a 3-6 fixed limit game), the card will not be taken back.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule. If the wager that was not called by all active players was less than half the amount to bet on that round (\$2 was bet on the turn card in a 3-6 fixed limit game), the card will not be taken back.
- 5) Check Raise may or may not be allowed.
- 6) There may or may not be a limit on the number of raises.
- 7) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 8) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 9) The house may allow players to kill-it in certain designated games.
- 10) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 11) Any player may object to a player killing it unless it's a forced kill.
- 12) When using a qualifier for low hand, in High-Low Split, and no hand qualifies for the low, the high hand wins the whole pot.
- 14) The house may allow the use of Jokers or Wild Cards.

Betting Structures for Hold'em (High, Low, and High-Low Split)

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Texas Hold'em game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

No Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.

- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

December 28, 2004

Omaha (High, Low, and High-Low Split)

- 1) Omaha is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.) (We are currently using blinds in all poker games.)
- 3) Each player is dealt one card, face down, in turn, until each player has four cards and a round of betting follows.
- 4) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 5) A fourth community card is dealt face up on the table. A round of betting follows.
- 6) A fifth community card is dealt face up on the table. A round of betting follows.
- 7) The remaining players expose their hands to determine the winner or winners.
- 8) Using any two cards out of the four cards in a player's hand along with any three of the five community cards on the table, each player's best five-card poker hand is established to determine the winner or winners.
- 9) Winning hands may be the highest ranking five-card poker hand, the lowest ranking five-card poker hand possible, or the highest and the lowest (qualifying) ranking hand (s) may split the pot. (We are currently using A 2 3 4 5 as the lowest low hand; California Grand Casino reserves the right to change the lowest hand with notice to the division.) If two or more players have the same high hands, they will split the high portion of the pot equally. If two or more players have the same low hands, they will split the low portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Omaha (High, Low, and High-Low Split)

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning. If the wager that was not called by all active players was less than half the amount to bet on that round (\$4 was bet on the turn card in a 6-12 fixed limit game), the card will not be taken back.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule. If the wager that was not called by all active players was less than half the amount to bet on that round (\$4 was bet on the turn card in a 6-12 fixed limit game), the card will not be taken back.
- 5) Check Raise may or may not be allowed.
- 6) There may or may not be a limit on the number of raises.
- 7) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 8) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 9) The house may allow players to kill-it in certain designated games.
- 10) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 11) Any player may object to a player killing it unless it's a forced kill.
- 12) Players must use two of their four hole cards to make a hand.
- 13) When using a qualifier for low hand, in High-Low Split, and no hand qualifies for the low, the high hand wins the whole pot.
- 14) The house may allow the use of Jokers or Wild Cards.

Betting Structures for Omaha (High, Low, or High-Low Split)

All games are table stakes. Therefore, players can not bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Omaha game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

No Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).

- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

Seven Card Stud

{High, Low (Razz), and High-Low Split}

- 1) Seven Card Stud is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt. California Grand is currently using antes for Seven Card Stud.
- 3) Each player is dealt one card individually, in turn, face down, until each player has two cards, then a third card is dealt to each player face up. A round of betting follows.
- 4) Remaining players are dealt a fourth card face up and a round of betting follows.
- 5) Remaining players are dealt a fifth card face up and a round of betting follows.
- 6) Remaining players are dealt a sixth card face up and a round of betting follows.
- 7) Remaining players are dealt a seventh and final card face down and a round of betting follows.
- 8) The remaining players expose their hands to determine the winner or winners.
- 9) Winning hands may be the highest ranking five-card poker hand possible (using any combination of five cards from an individual's seven cards), the lowest ranking five-card poker hand possible, (We are currently using A 2 3 4 5 as the lowest low hand; California Grand Casino reserves the right to change the lowest hand with notice to the division.), or the highest and the lowest (qualifying) ranking hand (s) may split the pot. If two or more players have the same high hands, they will split the high portion of the pot equally. If two or more players have the same low hands, they will split the low portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Seven Card Stud {High, Low (Razz), and High-Low Split}

- 1) Suits do not count, in ranking of hands, to determine a winner. The ranking of suits is used only for determining low card when a forced opening bet is used. Suits are ranked as spades (highest), hearts, diamonds, and clubs.
- 2) If a player antes or posts a blind and/or asks to be dealt-in but is unable to return in time to act on his hand, then he forfeits his ante or blind and the amount of any forced opening bet if he was required to make one.
- 3) If a player does not have the correct number of cards, on the initial deal, and it is realized before there is action, it is a misdeal. If there is action before the mistake is noticed, the player with the incorrect amount of cards will receive his money back and is out of the hand.
- 4) If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a bet.
- 5) If a dealer deals a card to a dead seat, and is realized before he/she has dealt to the next player, then the card is moved to the next player. If the dealer deals beyond the dead seat, it is a misdeal unless it can be corrected!
- 6) If a dealer burns and deals a card before the round of betting is completed, the entire round will be eliminated. This is done by burning a card for each remaining player. After the round of betting is complete, play continues as normal.
- 7) If a dealer burns two cards for one round or fails to burn a card, the cards should be moved back if possible. If the mistake is on a down card, and there is no way to tell which card was received, the player must accept the card.
- 8) If a player's first or second card is turned up it is not a misdeal. The third card is to be dealt down. If two of a player's cards are exposed, the player receives his ante back. The player has no option. He cannot play that hand.
- 9) If on the sixth card the dealer realizes he does not have enough cards to finish the last round, he must count remaining cards in stub, along with the 4 burn cards. If that is sufficient to complete the round, allowing one card for the burn and one card to be used as the last card in the deck, the dealer will shuffle the burn cards with stub and complete the deal. If stub and burn cards are not enough to complete the deal (seventh street), the dealer will burn 1 card and turn the next card face up. This card will act as a "community card" and play for everyone in the hand. The player who was high on sixth St. will initiate action.
- 10) If a dealer turns the last card face-up to the first player, all remaining players will receive there last cards face-up. The player who was high on the sixth card remains the first to act and betting continues as normal. If players have already received down cards, before a card is exposed, any remaining players will receive down cards, and no betting will take place. **The Exception** to this is if the exposed card is to a player that was already all-in, then betting will continue as usual.
- 11) A dealer must never turn the last card up to a player who is all-in, even if the player requests it turned up.
- 12) A player must have the appropriate number of cards to win, even though five cards make up a hand. If a player has the wrong number of cards after the initial deal, the player has a dead hand.
- 13) Split Pots: in all stud games the odd chip goes to the player that has the highest card by suit of the seven cards. This does not apply high-low split where the high hand gets the odd chip.
- 14) The last card of the deck is never dealt out.

- 15) In a fixed limit game, if a player makes an open pair on fourth street, he has the option to bet an amount equal to the lower or the higher limit. e.g. \$4 or \$8 in a \$4-\$8 limit game. If a player bets an amount equal to the lower limit another player can raise an amount equal to the lower or higher limit. Once a player has bet an amount equal to the higher limit, all raises must be in increments of the higher limit.
- 16) Switching the door card and the 4th card is unethical but there's no penalty for it.
- 17) Check Raise may or may not be allowed.
- 18) There may or may not be a limit on the number of raises.
- 19) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 20) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 21) The house may allow players to kill-it in certain designated games.
- 22) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 23) Any player may object to a player killing it unless it's a forced kill.
- 24) When using a qualifier for low in High-Low Split, and no hand qualifies for the low, the high hand wins the whole pot.
- 25) When using a forced opener, either the highest or the lowest card, by rank and suit, may be used. The amount of the forced bet may be a predetermined minimum amount (lower than the limit being played). The forced opener may have the option of bringing it in for the minimum amount or bringing it in at the lowest betting limit. If the first player brings it in for the minimum, all subsequent players may call that amount or bet an amount equal to the lower limit. Once the lower limit is bet, the minimum may no longer be bet or called.

Betting Structures for Seven Card Stud {High, Low (Razz), and High-Low Split}

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Seven Card Stud game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

No Limit

After the first three cards are dealt:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check on the first round of betting.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table anytime it is their turn to bet.

On all following rounds of betting:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

After the first three cards are dealt:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check on the first round of betting.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an

all-in bet that is less than the amount required to raise.

On all following rounds of betting:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

After the first three cards are dealt:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check on the first round of betting.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

On all following rounds of betting:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

After the first three cards are dealt:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check on the first round of betting.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the lower limit. All-in bets are the only exception.

On fourth street:

- 1) Players may check as long as no other player has bet.

- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are one exception.
- 5) Exception: if a player makes an open pair, he has the option to bet an amount equal to the lower or the higher limit. e.g. \$3 or \$6 in a \$3-\$6 limit game. If a player bets an amount equal to the lower limit another player can raise an amount equal to the lower or higher limit. Once a player has bet an amount equal to the higher limit, all raises must be in increments of the higher limit.

On fifth street:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

On sixth street:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

On seventh street:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

After the first three cards are dealt:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the stipulated limit (unless going all-in).

On all following rounds of betting:

- 1) Players may check as long as no other player has bet.

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- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.